

ABSTRACT OF THE DISCLOSURE

A game machine operable to execute a game program is communicatively connected to a center server. In the center server, a first transmitter transmits, to the game machine, first data indicating a settled play amount out of a played amount which is represented by either an accumulated number or time period that the game program has been executed. In the game machine, a first storage is operable to store the first data, a second storage is operable to store second data indicating the played amount, and a third storage is operable to store third data indicating an allowable unsettled play amount which represents either an allowable number or time period of which the game program is executed without settlement. In the game machine, a first receiver receives the first data transmitted by the first transmitter, an updater updates the first data stored in the first storage with the first data received by the first receiver, and a controller controls the game machine based on the first data stored in the first storage, the second data stored in the second storage and the third data stored in the third storage.